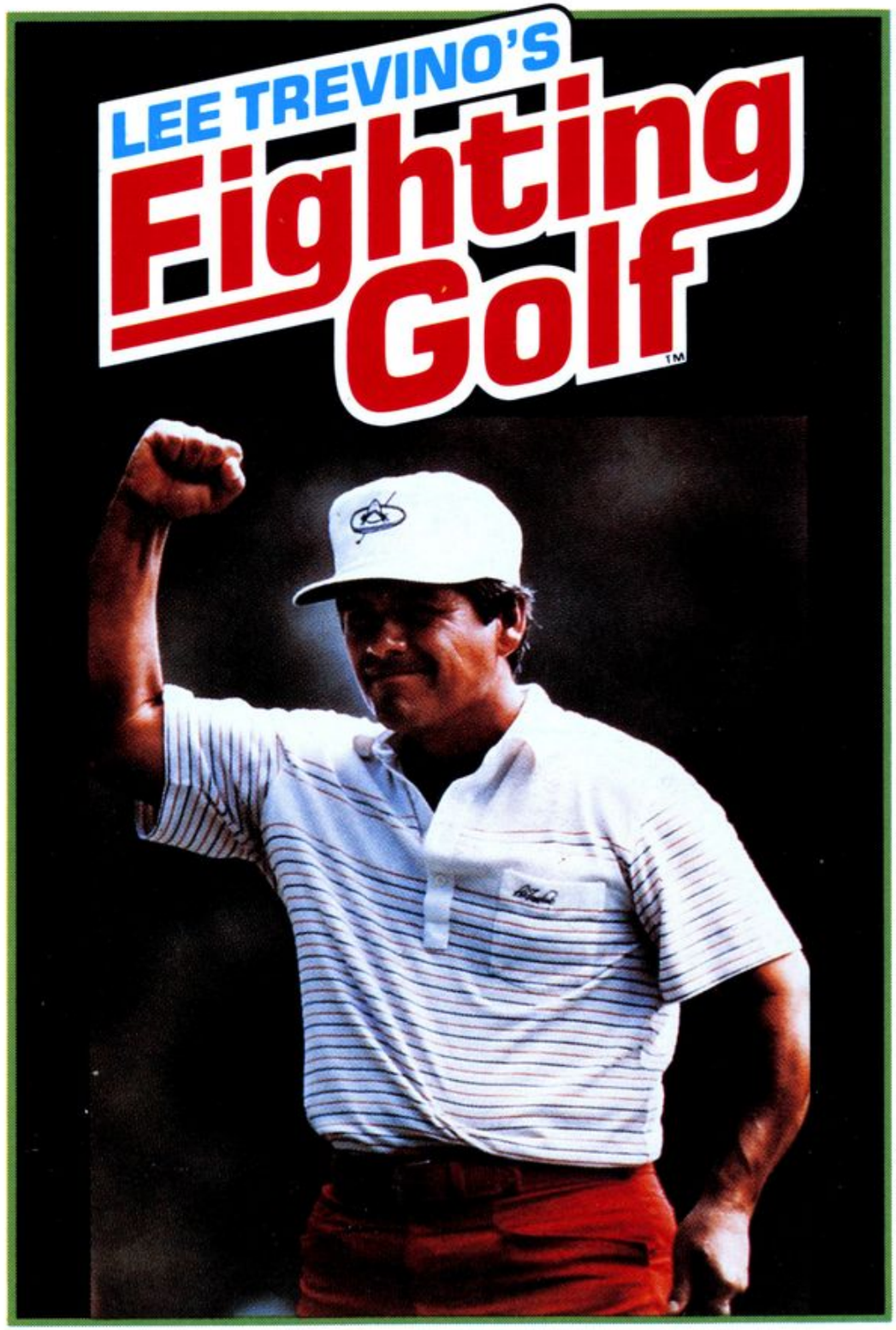
NES—FI—USA

INSTRUCTION MANUAL

SNK



THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for selecting LEE TREVINO'S FIGHTING GOLF from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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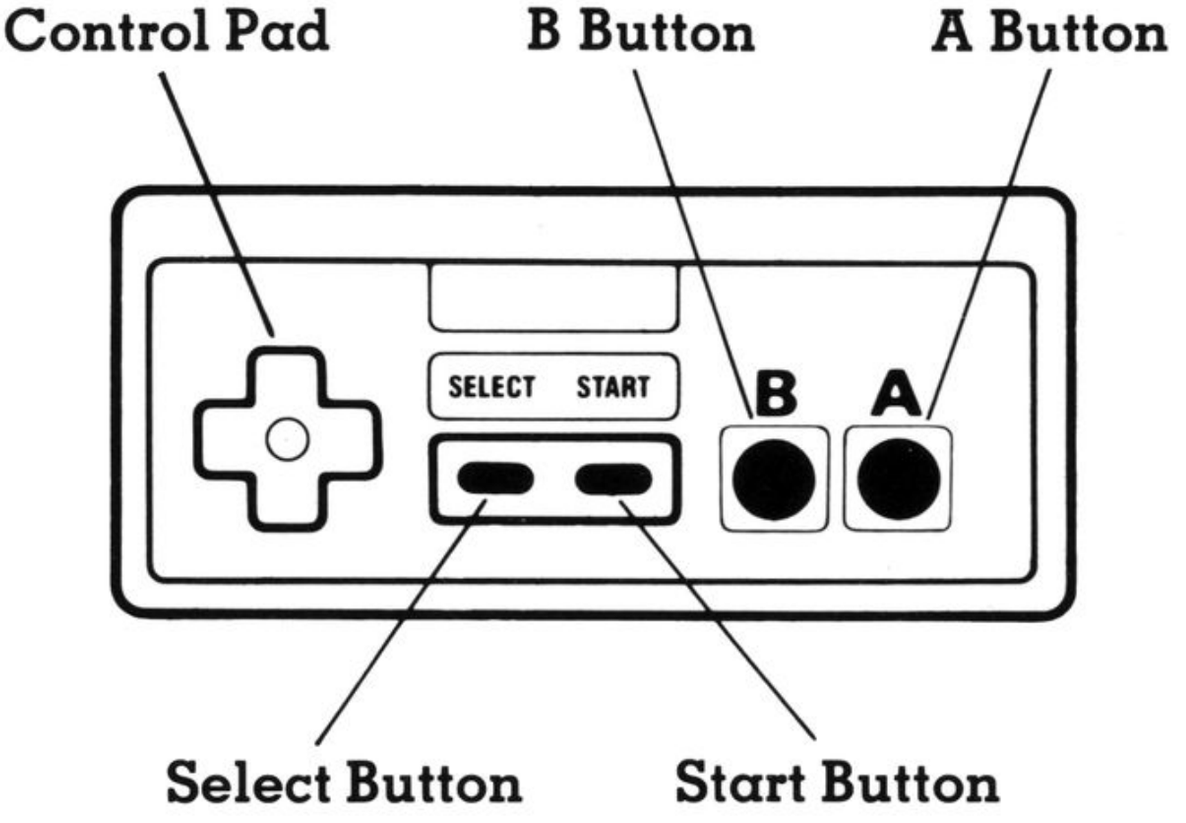
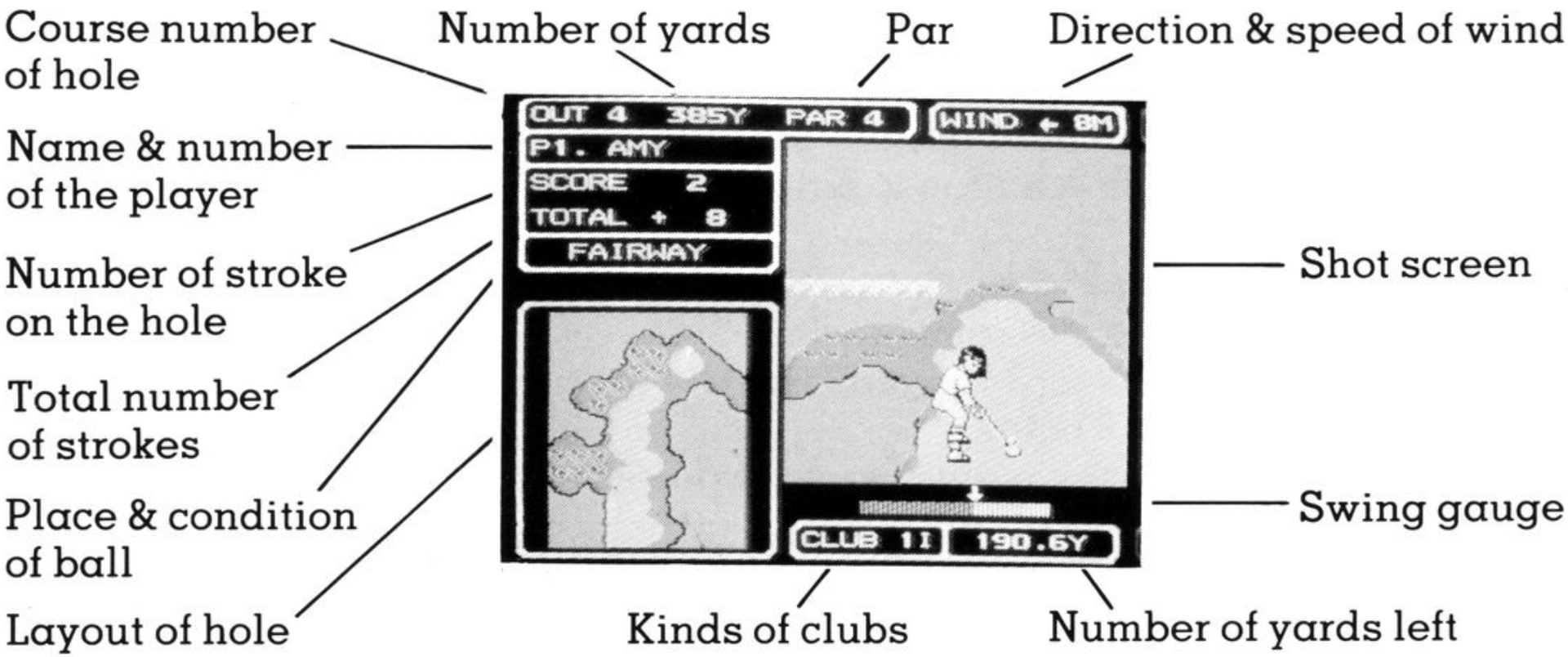
THE CONTROLLER



THE SCREEN DISPLAY



Direction and Speed of Wind

Wind blows in the direction of the arrow, and changes depending on the direction of the screen. The speed of the wind varies between 0 and 9 meters.

Number of Yards Left

The distance from the ball to the pin.

Status

The place and condition of the ball.

HOW TO PLAY

Getting Started

When the title is on the screen, press the Start Button to see the Select Mode. In the Select Mode, use the Control Pad to choose between the various options, then press the A Button to enter your selections.

Selecting the Game Mode

Choose one of these three Game Modes:

- **Stroke Play** – This is for 1 to 4 players. The winner has the lowest number of strokes through 18 holes.
- **Nassau Game** – The players compete against each other for total points. This is for 1 to 4 players.
- **Practice** – This is the mode of T-shot practice. The players can practice it on their favorite hole. This is for 1 player.

Selecting the Number of Players

Here you decide how many people will play the game. In a 4-player game, use Controller I for players 1 and 3; use Controller II for players 2 and 4.

Selecting Characters

Choose one out of four characters. Each character has their own special strengths and weaknesses regarding distance and accuracy.

Selecting a Course

There are 36 holes in all, including 18 holes for the Japanese course and 18 holes for the American course.

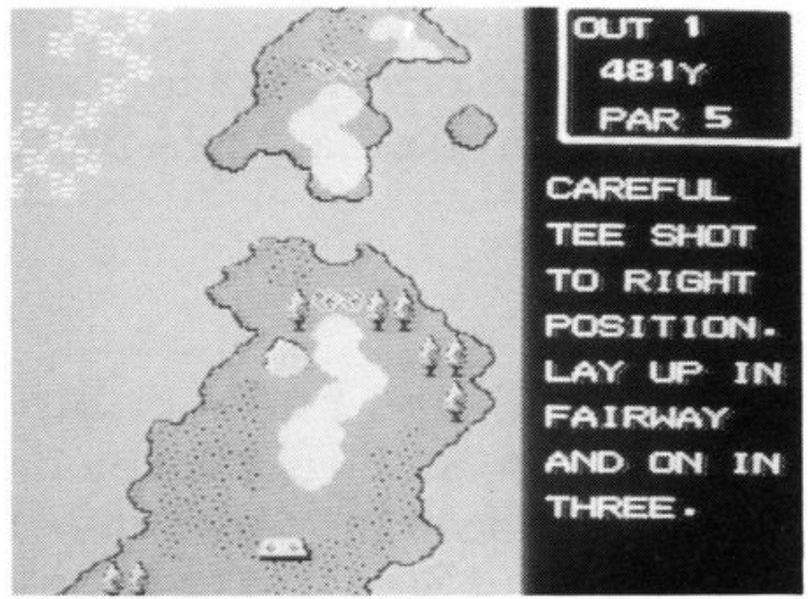
- **Stroke Play:** Choose either course.
- **Nassau Game:** Choose OUT (9 holes) and IN (9 holes) of each course.

After the player selects the course, the game begins.

Picture of Hole and Advice for Strategy

Before the player starts each hole, a picture of the complete hole appears on the screen. Advice for strategy also appears, so be sure to take note of it.

To start the game, press the A Button.



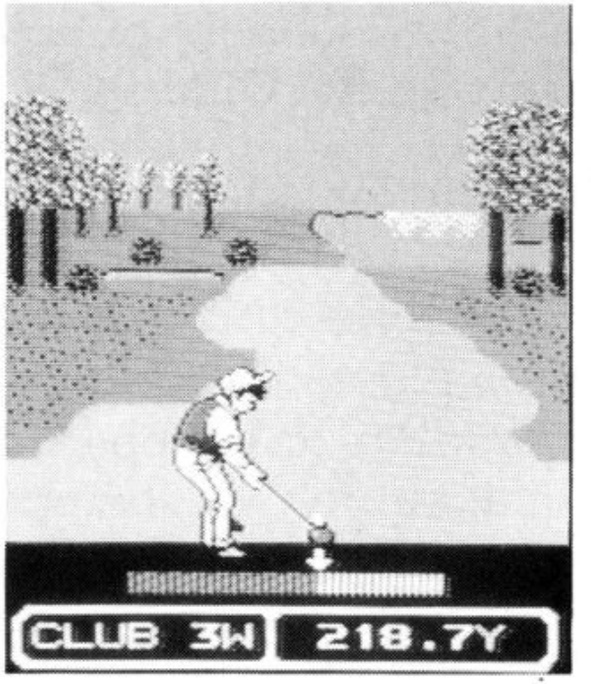
To See the Score

Press the Start Button, and the score will appear.

Type of Swing

Guide for hitting the ball: Distance and direction of the ball are set at the position stopped in the swing gauge.

1) Back swing starts by pressing the A Button.
2) The top position of the swing is set by pressing the A Button again. It is related to flight distance, and the shorter the blue part on the gauge, the longer the flight distance will be.
3) To set the position of impact and to decide a direction, press the A Button again.



Hitting a Draw, Fade, or Straight Ball

Various directions are set by the position of impact on the swing gauge:

Straight Ball: Stop it on the arrow.
Draw Ball: Stop it to the right of the arrow.
Fade Ball: Stop it to the left of the arrow.

Hitting a High or Low Ball

To hit a high ball, press the top of the Control Pad. To hit a low ball, press the bottom of the Control Pad.

Applying Backspin

A backspin ball does not move much from the position where it drops on the ground. When the player hits the ball, he can apply backspin by pressing the A Button, and at the same time pressing either the left or right of the Control Pad. The shorter the time gap between pressing the A Button and the Control Pad, the stronger the backspin will be.

Note: The backspin won't be applied easily when hitting a wood (1W-4W) or long iron (1I-3I).

Choosing the Direction of the Shot

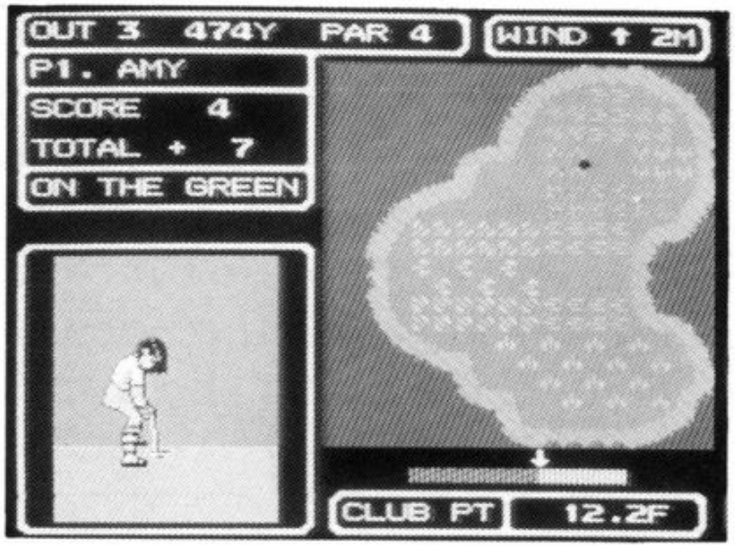
To see the cursor for direction of the shot, press the B Button. Move the cursor to choose a direction by pressing the Control Pad left, right, up, or down.

To see the complete hole, press the A Button once. Then, to see the Putting Green, press the A Button again. Then, to see the various direction selections, press the A Button again.

Selecting the Club

Press the B Button to see the selection of clubs. The sign of the club flashes. Use the Control Pad to choose a club. Press the B Button, and the Swing Gauge shows up.

Manipulating the Club on the Putting Green



Press the B Button to determine the direction of the ball. The player can't select a club – only the putter can be used on the putting green.

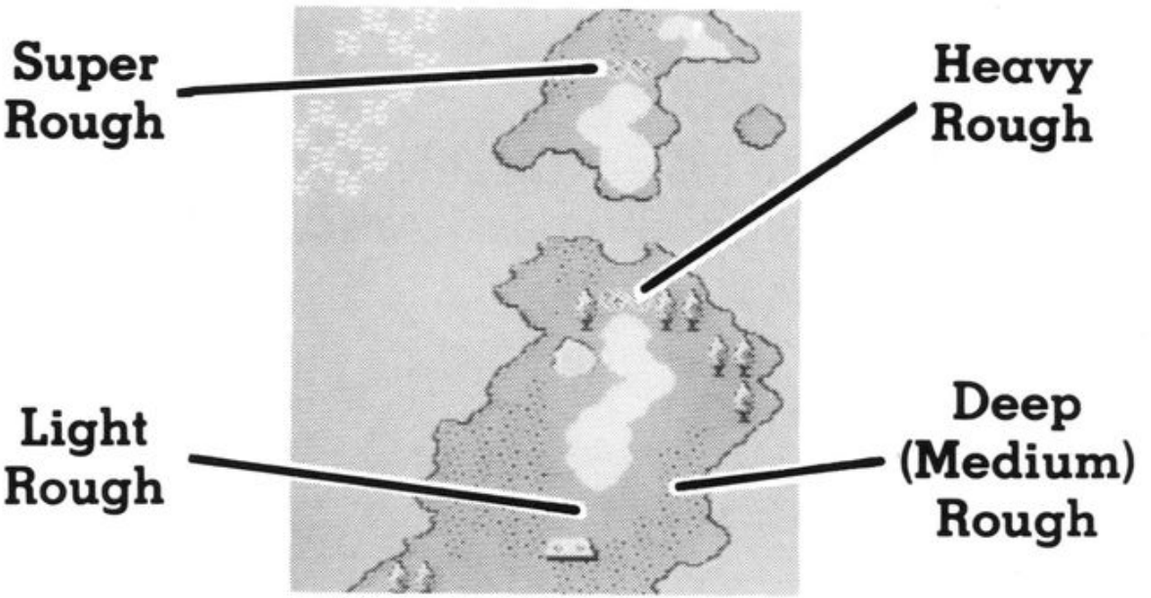
1) Press the A Button once to start the back swing.

2) Press the A Button again to determine the strength of the putt.

The hash marks on the putting green show the direction and height of the grass. The ball goes in the direction of the point of the mark. The bigger the mark, the more the ball is affected. (Note: The influence of grass on the American course is stronger than on the Japanese course.)

Roughs

There are four different kinds of roughs. The heavier the rough, the shorter the flight distance and the weaker the backspin of the ball.



Super Rough: The heaviest (only for American course).
Light Rough: OK to use long iron.
Heavy Rough: The player can't hit the ball with a driver or long iron.
Deep (Medium) Rough: If the player can hit the ball well, flight distance will be long.

Bunkers

Flight distance will not be far from a bunker with heavy sand.
Hard Bunker: In heavy sand and near the putting green.
Bunker: In light sand, and the player can hit the ball far even with long iron.

The Rules

OB: When the ball falls outside the OB line, it is out of bounds. Two strokes are added as penalty. The player must return to where he originally hit the ball.

Water: When the ball drops into the sea, river, or water, one stroke is added as penalty, and the ball moves out of the hazard.

Give Up: When the player has hit three times as many shots as par on any hole, play on the hole is over and the player moves on to the next hole.

There are some parts of the game in which real golf rules don't apply.

Nassau Game

This game is based on real golf competition. It is more interesting and radical than regular stroke play. The players compete against each other for total points, and the winner has the most points at the end.

Points for Nassau Game

One stroke difference is 10 points. The player with the most winning holes through 9 holes gets 50 points. This 50 points is an object for "Press."

The winner always gets points from the loser. Also, as a special point, the winner of the Driving Contest, Near Pin Contest, and Hole in One, can get 30 points from the other players.

Special Rule: "Press" for the Last Hole

The Nassau Game has a great rule called "Press." When a player is behind by 2 Down or more and can't win even if he wins the last hole, he can declare "Press."

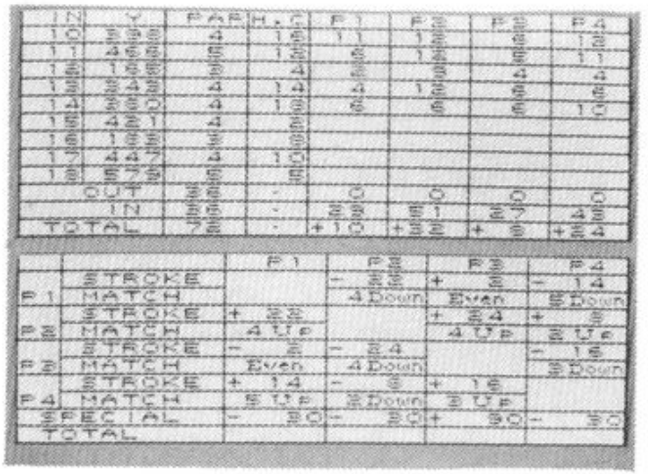
When he declares it and wins the hole, the score becomes tied. But if he loses it, he has to give up 2 times as many as the lost points – in other words, his losses are doubled. This is a big gamble! The indication asking if the player wants to declare "Press" comes on before starting the last hole. Only the losing player can declare "Press" and the winning player must accept it.

All points are calculated by the computer automatically and show up on the score board.

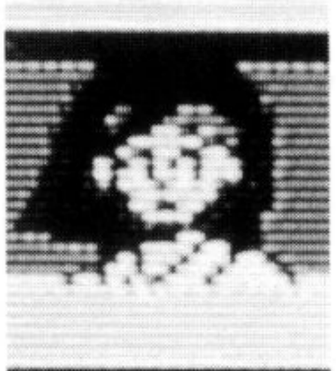
How to Read the Score Board

On the score board, the top chart shows the number of strokes of each player. The bottom chart shows points for the Nassau Game.

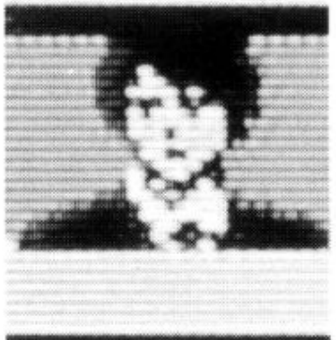
The total points are shown when the player finishes 9 holes.



THE CHARACTERS



Pretty Amy
The only female player. Her swing speed is slow, her ball control is fantastic, and her aiming is accurate. But her stroke is less powerful than the others.



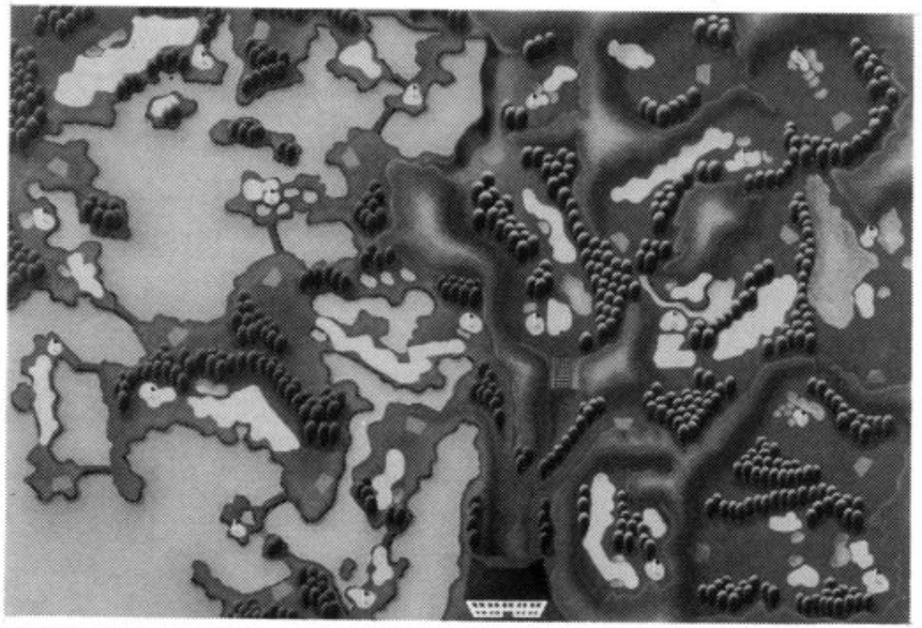
Big Jumbo
His stroke is very powerful, and his flight distance is the longest. But he doesn't want to adjust his power. The player needs good technique to control him.

Super Mex
An all-around player. His ability is between Amy and Jumbo as to flight distance, accuracy, and swing speed.

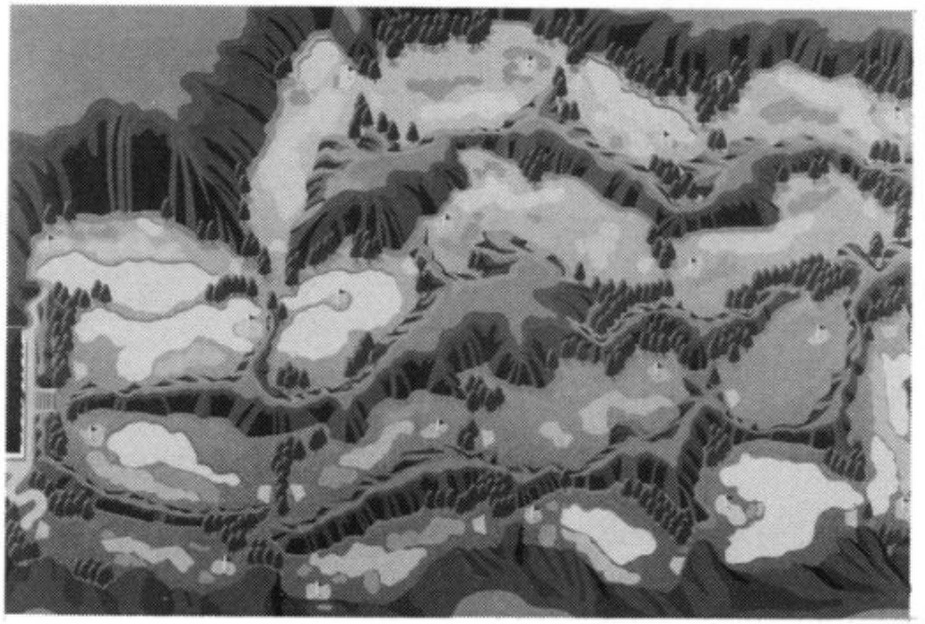
Miracle Chosuke
He has less power than Super Mex. But he is good at putting, and his accuracy is unequalled. He can hit a "Reverse Miracle Putt."

THE COURSES

Japanese Course



American Course



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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